For THE ONE RING
ROLEPLAYING GAME

The Ways of Magic

- CREDITS -

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The Way of Magic

> For this is what your folk would call magic, I believe; though I do not understand clearly what they mean; and they seem to use the same word of the deceits of the Enemy.

Throughout Middle-earth, there is a subtle yet powerful energy to be found. The wise call this crafting of the energy *Art* and not magic, for they understand the music of creation. They label the works of the Shadow *Sorcery*, for it strives ever against the music, seeking discord.

The following rules present a variety of spell-groups that heroes can select as Virtues. It is suggested that Loremasters pick and choose some of these magics, and not make all of these available to the heroes. Each of these groups are given a descriptive name, the group is called a Way, and a spell is called a Practice. However, heroes might think differently about what they have learned; their understanding is likely to be less formal than the groups given here for the sake of rules consistency.

Some of these magics can be used for good or ill: it is noted when the use of a particular Practice might provoke a Corruption Test or even an automatic Shadow point. We have striven to ensure that each option has its uttermost source in the original texts.

Mastering Spells

Each Way is a magical Virtue that a player may select when they increase their character's Wisdom. The selection of a Way is always subject to Loremaster approval. Most Loremasters will require that a character find a suitable teacher and spend a Fellowship Phase learning the new magical arts (see inset on this page).

The Ways are patterned off the examples in *The One Ring* core game. A Way has three Practices, or spells. When a character first learns a Way, the hero learns one of the spells. He may then learn another spell by spending one Experience Point and spending a Fellowship Phase with a teacher of the Way, learning the new Practice.

Who Can Learn Magic?

This is a decision that each Loremaster will have to make, in order to preserve what their group feels is the proper approach to Middle-earth.

One of the more restrictive approaches might be that only those hallowed by the Valar are capable of working magic for good. This not only covers the Istari like Gandalf, Saruman, and Radagast, but could also include folks like Beorn, Galadriel, and Celebrimbor. Some heroes might be included in this list as well.

But it also seems like there are others who can work magic (like the men of Dale, Denethor and others in Gondor) who might not receive the blessing of the Valar, at least directly. Perhaps those peoples are utilising magic that is better suited to Middle-earth than Valinor. This magic is inherent to the song of creation and might be more primal than the arts taught by the Valar.

In any case, Loremasters should use the source texts as examples of what is possible and not a prescriptive text of the only way that magic can be done.

Beyond The Fields We Know...

The magic provided herein is not supposed to be a comprehensive overview of all the magic inherent to Middle-earth. Instead, it is a collection of abilities that are judged to be suitable for player heroes to use.

One of the things that Loremasters can do to extend the sense of wonder and magic in the setting is to present non-player heroes who have capabilities other than the virtues listed here. For example, an old crone that lives on the edge of an ancient forest might have abilities that don't fit into these spells. Preserving a sense that the heroes (and the players) don't know all that is possible helps maintains magic that is otherworldly and allows Loremasters flexibility in how they narrate the story.

Also, these spells are not intended to replicate what sorcerers taught by Sauron or Morgoth would know.

New Undertaking: Learn Magical Arts

A hero of any culture may select this undertaking, with Loremaster approval. The hero spends time with a master teacher of the Way he or she wishes to learn. Each time this undertaking is selected, the hero learns one Practice from the chosen Way.

New Rule: The Cost of Magic

Making use of magical abilities is always fraught with peril in Middle-earth. Using power may attract the attention of the Enemy, or require great personal effort. Each of the listed Practices has a rating for the effort and danger required to bring forth that power. The ratings for each magical Practice are represented by the following runes:

Simple Magics – These are minor magical effects that are unlikely to attract the attention of the Enemy. They never require any expenditure of Hope and only raise the Eye Awareness in the most extreme circumstances.

Lesser Magics – When a hero invokes this ability they must make a choice... they may either spend a point of Hope and remain hidden from the Enemy or they may instead raise their Eye Awareness by one point.

Major Magics – Abilities that count as major always gain the attention of the Enemy, though the hero may mitigate this somewhat by making a personal effort to contain the magic. Spend one Hope and raise Eye Awareness by one point, or do not spend Hope and raise Eye Awareness by two points.

Powerful Magics – The only way you may invoke this ability is to spend a point of Hope and also raise the hero's Eye Awareness by two points. The Enemy is surely aware of such a powerful hero and has prepared plans for such a day as this...

The Attention of Sauron

There was an eye in the Dark Tower that did not sleep. He knew it had become aware of his gaze. A fierce eager will was there. It leaped towards him, almost like a finger he felt it, searching for him.

Note: These rules are an alternate version of the optional rule 'The Eye of Mordor' in Rivendell. Refer to pages 112-116 in that book for more information.

Once Sauron reclaims Mordor and begins to rebuild Barad-dûr he will focus once again on those who seek to oppose him. In the wilds and in the darkness, his servants will answer the call of their ancient master and it might seem that the shadows themselves oppose the heroes.

In game terms, each hero active in the years after Sauron's declaration in 2951 has a score representing the likelihood that their actions will gain the attention of the Dark Lord or his agents, called Eye Awareness.

At the beginning of an Adventuring Phase, a hero's Eye Awareness score is equal to the total of their Valour and Wisdom scores. Each remarkable magical item that the hero carries also increases the Eye Awareness score by one.

The Hunt Threshold

The peoples who have troubled Sauron and his master through the ages occupy the foremost position in the Eye's relentless seeking. Each hero has an individual Hunt Threshold, representing how concerned the Dark Lord might be with their actions. Use the table below to calculate each hero's threshold. The Hunt Threshold may be modified as indicated on page 114 of *Rivendell*.

Background	Hunt Threshold
High Elves (Imladris, Lothlorien)	12
High Men (Dúnedain, Nobles of Gondor)	14
Dwarves	16
Middle Men (Eriador, Rhovanion, Rohan, Gondor)	16
Other Elves (Mirkwood, Wandering Companies)	16
Others (Hobbits, Lossoth, Woses)	18

Attracting the Eye

Bad luck or deliberate action on the part of the heroes will increase the chance that the Enemy has taken notice of them. The following are some suggestions for when to raise a character's Eye Awareness:

- An Eye of Sauron on the Feat Die when making a Common Skill roll increases Eye Awareness by one.
- Employing a magical virtue (see *Rivendell* and The Cost of Magic sidebar on page 4 of this booklet for more information).
- Moving between different regions. The first time the heroes enter a region of Hard Difficulty or higher (see page 158 of the revised game) in an Adventuring Phase they increase their Eye Awareness by one.
- Engaging the servants of the Shadow (in game terms, if the heros have a combat scene with Black Uruks, Hounds of Sauron, Orc Captains, Ringwraiths or other direct servants of Sauron) raises Eye Awareness by one.
- Entering or abiding in a place where Sauron or his servants once resided (Carn Dûm, Dol Guldur, Dwimmerhorn, Fenbridge Castle, and Minas Raug are a few examples) raises Eye Awareness by one or more.
- Any other suitable actions as determined by the Loremaster.

Revelation Episodes

When a hero's Eye Awareness is raised, and the new score is equal to or above their Hunt Threshold then a Revelation Episode has been triggered. See *Rivendell* for more details.

After the Revelation Episode, every hero that faced the Revelation Episode has their Eye Awareness score reset to their starting value.

Remarkable Magical Items

Exactly what constitutes a remarkable magical item is purposefully left vague. However, it is suggested that no cultural rewards qualify. Perhaps an item with two or more magical qualities would be considered remarkable.

A List of Magical Ways

> I once knew every spell in all the tongues of Elves or Men or Orcs, that was ever used for such a purpose. I can still remember ten score of them without searching in my mind...

The following is a listing of Magical Ways that a Loremaster might make available to the heroes. Each Way is presented in alphabetical order, and has three Practices, or spells. A concordance can be found on page 15 for easy reference.

Each Practice also has a rune that notates its cost; heroes must pay this cost each time they make use of the spell. Note that extraordinary circumstances might call for a modified cost or additional restriction or effect.

The Way of Beasts

You have studied the creatures of the natural world and have sought to understand them and their needs. In time you might learn to speak to animals, to find them in the wild and to handle both wild and tame animals with such care as to make a miraculous transformation possible. You may have learned this Way from Radagast or Beorn or another member of the Wise.

Beast-care ᛟ

> The stay in Rivendell had worked a great wonder of change on him; he was glossy and seemed to have the vigour of youth.

This spell may do one of three things when cast: calm an enraged animal, gain loyalty in a tame animal or improve the attribute level (by one) of a loyal animal.

To calm an enraged animal, the magician must be able to approach the animal and speak softly to it. A moment later, the animal will calm down and resume normal activities. Note that animals protecting young or scarce food might still remain in a defensive posture.

Earning loyalty requires spending a Fellowship Phase with the tame animal nearby. A loyal animal will follow its master into dangerous situations and might fight or sacrifice itself for its master. Using this spell and then purposing using the animal's loyalty to inflict harm onto the animal is worth an automatic Shadow point.

Improving an animal's abilities also requires a Fellowship Phase, after which their Attribute Level is

one point higher. An animal may only benefit from this improvement one time.

Beast-sense ✧

No folk dwell here now, but many other creatures live here at all times, especially birds. Yet now all things other than you are silent. I can feel it.

When casting this spell, the magician names a type of animal. He or she then receives a sense of how many of that type of animal are present in the local area and can elect to learn where the nearest representative of that animal can be found. The caster also receives a general sense of the creatures' demeanor (scared, hungry, content, etc.). The spell is limited to a range in miles equal to the caster's Wisdom.

The Speech of Animals ✧

The Men of Dale used to have the trick of understanding their language, and used them for messengers to fly to the Men of the Lake and elsewhere.

When invoking this spell, the caster chooses a category of animals with which to converse: song-birds, dogs, bears or rabbits and hares are some of the many choices. The caster can then begin a conversation with a representative of that animal, if one can be found. Some animals may value Wisdom, others will prefer Valour. The encounter always has a Tolerance of the caster's appropriate score and the animal is under no obligation to remain in the conversation or to tell the truth (or anything at all).

Most animals will be concerned with their own needs first and foremost, the deprivations of the Shadow and the doings of the Free Peoples make little impact on them most of the time.

The Way of Changes

You have learned how to cause changes in the world around you. You might use smoke or water to form imagery or to hide so well that you can be neither seen nor heard. In time, you may learn to change yourself.

Radagast is the most likely teacher of this Way, but he is careful to whom he teaches the Master of Shaping.

Colours and Hues ✧

A great smoke went up. It shaped itself like a mountain seen in the distance, and began to glow at the summit. It spouted green and scarlet flames.

This spell allows you to give colours and a semblance of shape to suitable mediums: smoke or fog is easiest to work, but water or sand can also be used. In every case, the working is obvious and no observer would take the illusion for reality.

In most cases, the spell's effect wears off after a few minutes. You do not need to be able to touch the medium, but you must be able to concentrate upon it and see your results.

The Hidden Place ✧

Melian put forth her power and fenced all that dominion round about with an unseen wall of shadow and bewilderment...

Given sufficient time to prepare a small area, you may use your arts to make that place hard to find for others. Adversaries (or unwanted others) with an Attribute Level equal to or lesser than your Wisdom cannot enter the area.

Those with a higher Attribute Level may spend a point of Hate (or Hope, as appropriate) to enter. If they do, you are immediately aware of them.

The spell must renewed with every sunrise, and dissipates immediately if you leave the area. Note that some accounted mighty among the Wise and Powerful might be able to pierce the Veil without detection, or destroy its effect.

Master of Shaping ᚷ

Beren became in all things like a werewolf to look upon, save that in his eyes there shone a spirit grim indeed but clean; and horror was in his glance as he saw upon his flank a bat-like creature clinging with creased wings.

If you have a token of a particular kind of animal or adversary, you may work this magic in order to change your shape to match that kind. The magic lasts until the next sunrise, and while the working is in effect, you have the regular abilities of that creature. Using this spell to deceive others may cause you to gain Shadow Points.

If you take the form of an adversary, any servant of the Shadow may spend one point of Hate to challenge you. You must either take one point of Shadow or reveal your true form.

The Way of Command

Those who have mastered all of the Practices of at least one other Way might be deemed worthy to learn these arts. With it, you may learn to disarm enemies close at hand, or to make adversaries fear you, or how to speak a Word of Command, though only at greatest need.

Gandalf or Saruman are the most likely instructors of this Way, and each is selective about who he teaches, though for different reasons.

Fleet of Hand ᛟ

He lifted up his hand, and in the very stroke, the sword of Denethor flew up and left his grasp and fell behind him in the shadows of the house; and Denethor stepped backward before Gandalf as one amazed.

If you take a Forward stance in close combat, you may utilise this spell. Choose one adversary that you are engaged with. If that enemy's Attribute Level is equal to or lesser than your Wisdom, then that enemy becomes disarmed. This spell has no effect on adversaries that use natural weapons. You may not make an attack the same round that you cast this spell.

Protector of the Meek ᛝ

Down leaped Shadowfax, like a deer that runs surefooted in the mountains. The White Rider was upon them, and the terror of his coming filled the enemy with madness. The wild men fell on their faces before him. The Orcs reeled and screamed and cast aside both sword and spear. Like a black smoke driven by a mounting wind they fled.

You may only cast this spell in close combat, and this spell counts as your action this round. Once cast, all enemies of an Attribute Level equal to or lower than your Wisdom are considered to be Craven. If they already possess the Craven ability they instead lose one point of Hate due to your onslaught.

Words of Command ᚷ

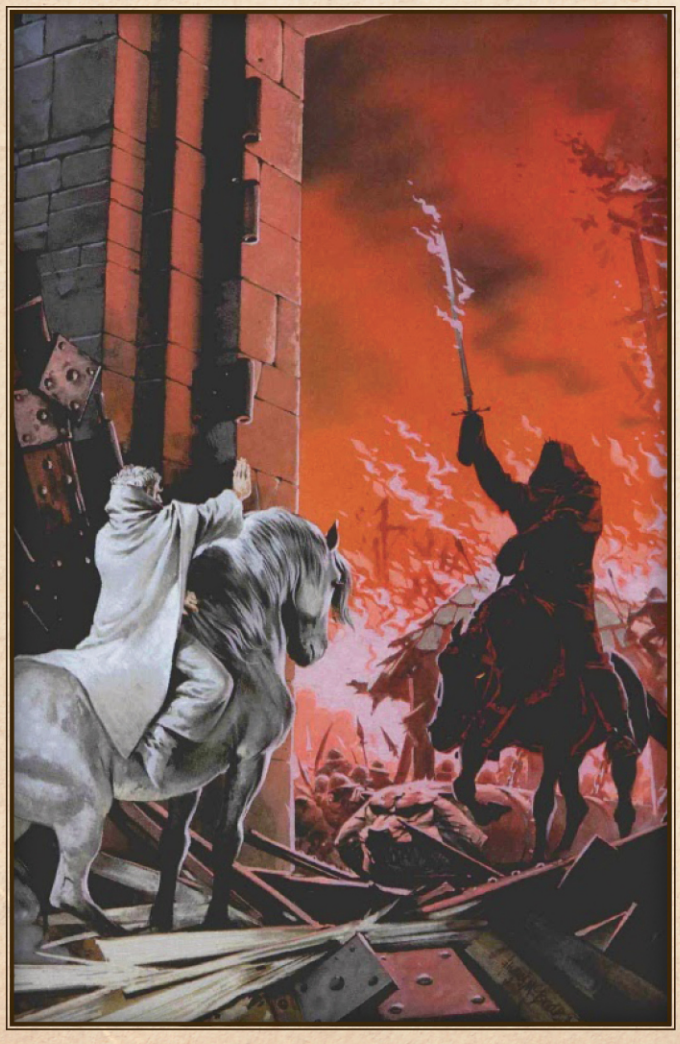
For an instant the door left my control and began to open! I had to speak a word of Command. That proved too great a strain. The door burst in pieces...

Before the world was given form, it first existed in the great song. Thus, words were the making of Arda and can still wield strong influence upon the nature of the world. You have learned some of these words. You may command some inanimate object to either:

Change: This Word can temporarily change the nature of an object. Water might suddenly become as solid as ice, or as hot as steam. Rock might become as soft as mud. Iron might be made to rust in minutes or the stains made to fall away from a garment. The effect only lasts a short amount of time, then the object becomes as it once was.

Strengthen: By this Command, you cause something to temporarily become much better than normal at its intended function. A door will stay closed despite great force being applied, a slender sapling might support the weight of men as they cross a chasm or a concealing cloak might hide you from all onlookers.

Weaken: This command can make objects lighter or easier to break, or cause hidden things to be revealed. Locked doors swing open at a touch, a tree limb might break in your hands. This command has no effect on living creatures, but could weaken support structures enough to cause a collapse.



The Way of Fire

Those who have made a special study of fire enchantments may achieve things deemed impossible by the less learned. You must first have mastered all of the Practices of another Way before you are ready to learn this one.

As you learn this Way, you will be able to light a fire under adverse conditions, cause a fire to grow supernaturally bright or make a blade flicker with flame. Gandalf is the foremost teacher of these arts, but Cirdan of the Havens is accomplished as well.

The Flickering Blade ᛝ

'Old fool!' he said. 'Old fool! This is my hour. Do you not know Death when you see it? Die now and curse in vain!' And with that he lifted high his sword and flames ran down the blade.

When you cast this spell, a flickering flame traces your weapon. Until the end of the battle, the Edge of the weapon counts as two better than normal. A ₽ counts as a 9 for the attack, a 10 counts as an 8, etc. You may cast this spell and take another action in the same turn.

If you cast this spell in a non-combat situation, the weapon burns for several minutes. During this time, you can use the weapon to start fires; material set ablaze will burn at its normal rate.

A Glowing Brand ᛝ

Just at that moment all the lights in the cavern went out and the great fire went off poof! into a tower of blue glowing smoke, right up to the roof, that scattered piercing white sparks all among the goblins.

When you cast this spell, you may choose to either affect all fires within sight or a single one. If you are in combat, casting this spell counts as your action for the round.

If you target a single fire, you cause it to erupt in a sudden blaze of light. For a brief moment, the fire becomes as bright as midday sun; adversaries in close combat range who *Hate Sunlight* cannot act this round and any *Denizens of the Dark* in range do not get their bonus this round. However, it is not true sunlight and will not affect Stone-Trolls. The burning material is then entirely consumed and the fire goes out.

If you choose to affect all the fires in the area, they are extinguished immediately, with no flare-up.

The Sudden Flame ᛟ

> At once a great spout of green and blue flame sprang out, and the wood flared and sputtered.

When you cast this spell, you may target any flammable material and cause it to burst into flame. You must be able to touch the material, and this spell cannot be used as a close combat action. The material then burns at its normal rate.

The Way of Healing

By these arts, a character can become a master of healing and learn many secrets once known only to wise-women and other worthies. In time, you might treat wounds quickly, ease pain to allow a companion more energy or even save a dying character whilst in the crush of battle. Elrond is the foremost teacher of this Way, but Aragorn, Galadriel or Radagast might have taught you instead.

Battle Leech-craft ᛟ

> 'Are there no leeches among you? She is hurt, to the death maybe, but I deem she yet lives.' And he held the bright-burnished vambrace that was upon his arm before her cold lips, and behold! a little mist was laid on it, hardly to be seen.

If you are in a Rearward stance, you may cast this spell (instead of your action) to stabilise a Dying companion during the battle. The character no longer counts as Dying, but is still vulnerable to Coup de Grâce attacks.

This spell may also be cast outside of combat, where it provides an automatic success to stabilise a Dying hero.

The Easing of Pain ᛝ

> But Frodo felt the chill lessen in his side and arm; a little warmth crept down from his shoulder to his hand, and the pain grew easier. The dusk of evening seemed to grow lighter about him, as if a cloud had been withdrawn. He saw his friend's face more clearly again, and a measure of new hope and strength returned.

You may spend a short rest time with a Weary or Wounded companion. Your companion receives a number of temporary Endurance points equal to your Wisdom score. If this raises their current Endurance above their Fatigue, they no longer count as Weary.

At the next prolonged rest, any remaining temporary points are lost and the hero then will gain their normal amount of permanent points (see Getting Better in the core game for more details).

The Hands of a Healer ᛜ

> He sat down on the ground, and taking the dagger-hilt laid it on his knees, and sang over it a slow song in a strange tongue. Then setting it aside, he turned to Frodo and in a soft tone spoke words the others could not catch.

If you have access to the weapon that caused a Wound to a companion, you may invoke this spell. The injury now counts as treated. You must be able to tend to the wounded person without distraction for several minutes, and thus cannot use this spell in combat.

This spell has no effect on already treated Wounds, and often does not work on Poisoned heroes.

The Way of the Hunt

You have learned how to survive in the wilderness and to gain strength from it. Aragorn, the sons of Elrond or Radagast himself may have taught you this magic.

Earthen Rumours ◊

Nothing walks upon it for many miles about us. Faint and far are the feet of our enemies. But loud are the hoofs of the horses.

If you spend several minutes in quiet contemplation of the earth, you may be able to detect things that others cannot. Gain a bonus to your next Search or Hunting test equal to your Wisdom. The earth is slow to change, you may only make use of this spell once per day.

Eagle-feathered Arrow ◊

In it smote and vanished, barb, shaft and feather, so fierce was its flight.

An Eagle-feathered Arrow must be created during a Fellowship Phase. They are prideful arrows, only one may be kept at a time (if you try to keep more than one Eagle-feathed Arrow, one will end up broken or otherwise unusable). If another member of the party can also cast this spell, the limit for Eagle-feathered arrows is per person, not for the company as a whole.

If you use an Eagle-feathered Arrow in an opening volley, the TN is reduced by three levels (-6 to the TN, or as if the character was in a Forward stance in close combat). If it hits, it will knock a man-sized or smaller opponent to the ground. The victim must then spend the first round of combat recovering and cannot otherwise act.

Using the Eagle-feathered Arrow in a regular combat round produces the knock-down effect on a successful hit, but does not gain the benefit to the target number.

A roll of an Eye (hit or miss, on either an opening volley or a regular combat round) means that the arrow has been lost or destroyed.

Hound's Swiftness ◊

They went in single file, running like hounds on a strong scent, and an eager light was in their eyes.

This Practice aids one in the pursuit of a quarry. If you are undertaking a Journey to follow or find someone, the caster may invoke this spell in order to reduce any Fatigue gained from failed Travel rolls by one point.

The spell affects all members of the Company and lasts until the heroes take a prolonged rest in a safe place, or find their quarry.

The Way of Light

Those who have mastered The Way of Fire may begin to understand the The Way of Light. You must first know all three spells of The Way of Fire to learn this. Gandalf and Galadriel are the masters of these arts.

A Blinding Flash ᛝ

It seemed to him that far away there came a light in the eastern sky: it flashed and faded many times.

You may invoke this spell in order to create a blinding flash of light. Any adversary with *Hate Sunlight* must make a Shadow test (see below). If they fail, they flee immediately. Other enemies must first reduce their Hate by one point in order to make any attacks this round.

The Guiding Light ᛟ

As the wizard passed on ahead up the great steps, he held his staff aloft, and from its tip there came a faint radiance.

When you invoke this spell, you conjure a light on some part of your person or possessions. It is not a bright light, but has powerful effects on all good-hearted people. Any Miserable person can spend a point of Hope to ignore a Bout of Madness. Any Weary individual can spend a point of Hope to ignore the effects of weariness on a single task or test. The light will last until the next prolonged rest period, after which it must be recast.

The Light of Anor ᛝ

One wheeled toward him; but it seemed to Pippin that he raised his hand, and from it a shaft of white light stabbed upwards.

You may cast forth a shining light of pure radiance. It may target only a single adversary. The enemy immediately loses one point of Hate. If it is a servant of the Shadow, it must make a Shadow test. If it fails, it must flee immediately.

New Rule: Shadow Test

Sometimes the Loremaster will need to know if the creatures of utter darkness can stand against the light of blessedness. Make a Shadow test by rolling a Feat die and adding the creature's Attribute Level. If this exceeds a Test Number equal to 10+the caster's Wisdom then the test is successful, otherwise it has been failed.

The Way of Men

You have learned ancient secrets and have the ability to see and know the minds of men in ways others cannot. You might have learned this magic from the Wizard Saruman or Gandalf, or from the lords of Gondor, who have kept this lore for themselves as well.

A Commanding Voice ᛟ

Suddenly another voice spoke, low and melodious, its very sound an enchantment.

Casting his tattered cloak aside, he stood up and leaned no longer on his staff; and spoke in a clear cold voice... 'Not all is dark. Take courage, Lord of the Mark for better hope you will not find.'

You may cast this spell in order to make a suggestion to a single target. If the target's attribute rating is equal to or lower than your Wisdom score, then the suggestion is treated as a command. The target will not follow any commands that do not provide some rationale as to why he or she would take that action.

If the scores are equal or the caster's score is lower then the suggestion remains just that.

Using this spell may cause the caster to make a Corruption Test. Using the spell to cause harm to anyone else gains the caster an automatic Shadow point.

The Knowing Mind ᛟ

He has long sight. He can perceive, if he bends his will thither, much of what is passing in the minds of men, even of those that dwell far off.

When you cast this spell, select a single target. If the target is well known to the caster, the target does not need to be in sight. If the target is a stranger to the caster, the target must be in sight. You are able to determine the surface thoughts of the target (in mechanical terms, the caster will know what skill or ability the target is most likely to use next). This spell does not include the ability for two-way communication, nor does the target have any way of knowing that he or she is being probed.

Acting on the knowledge gained from this spell may cause Corruption Tests or even an automatic point of Shadow if used for evil intent.

The Truthful Gaze ᛜ

Pippin looked straight into his eyes. The wizard held his gaze for a moment... 'There is no lie in your eyes'

When you invoke this spell you may choose a single subject for the spell. You must be able to look directly into their eyes at close range for the duration of the spell. During this time you may ask a number of questions of the target (no more than your Wisdom score).

The target is under no compulsion to answer but if he or she does answer, you will know the general veracity of the answer (as the target knows, so if the target has been lied to, a false statement can still ring true).

The Way of Seeming

These arts deal with how people perceive the caster. The caster may choose to be easy to miss in a crowd, or to seem more noble than warranted or, in time, to be able to change his or her very appearance. Radagast or Saruman may be the best teachers for this Way.

Noble Mien ᛟ

He seemed to have grown in stature while Eomer had shrunk; and in his living face they caught a brief vision of the power and majesty of the kings of stone.

By casting this spell you add a bonus to the Tolerance of an encounter equal to half of your Wisdom score, rounded down. This bonus is in addition to any other modifiers (such as Standing or Prejudice). Note that some beings of immense age and experience (such as a Dragon, a Wizard or certain Noldor) may see the glamour for what it is and dismiss it.

Oft-overlooked ᛜ

There is little or no magic about them, except the ordinary everyday sort which helps them to disappear quietly and quickly when large stupid folk... come blundering along.

By casting this spell, the magician can cause his presence to be overlooked by those not directly searching for him or her. This spell can only function in crowds or dark spaces, a solitary person in an empty room will gain no benefit from this spell. Other characters can use appropriate skills at TN 14 to notice the caster. Using this spell to perpetrate evil acts may cause Corruption tests or automatic Shadow points.

Other Guise ᛝ

Saruman could look like me in your eyes, if it suited his purposes with you...

When you cast this spell, you are able to change your appearance. You may seem older or younger, larger or smaller, or of the opposite gender. You might change the timbre of your voice or the colour of your hair. You may not become of a different kind... a Man remains a Man, an Elf must still be an Elf, and such.

Casting this Practice requires several minutes of your uninterrupted concentration. The effect lasts until the next sunrise, when the caster's true form is again revealed. This trickery may require Corruption Tests.

The Way of Sending

You have learned that there are more ways than hearing and sight to receive and send forth messages across the world. Galadriel is the foremost teacher of this Way, but Cirdan, Elrond, and Gandalf know it as well.

Dream Visions ᛟ

> Gandalf paused astonished and looked at him. 'It was only a dream,' said Frodo, 'but it suddenly came back to me.'

If you choose to send a dream-message, you must present the Loremaster with both a theme (the content of the message) and a form (the surface elements of the dream). The Loremaster must then determine how well the dream is interpreted (a Riddle test might well be in order) by the receiver.

In order to send the message, you must be in a safe place and be capable of taking a prolonged rest yourself. Note that dream-messages are sometimes late in arriving.

Silent Speech ᛟ

> For they did not move or speak with mouth, looking from mind to mind; and only their shining eyes stirred and kindled as their thoughts went to and fro.

You may invoke this spell in order to converse without speech. Each participant must be willing and nearby (within sight or sound of the others). The number of participants is limited to no more than the Wisdom rating of the participant with the lowest Wisdom score (use Attribute Level for any NPCs involved).

The spell requires a continuous effort from all participants; no movement, speaking aloud or other actions are possible during this time. Any participant can leave the conversation at any time and is under no particular compulsion to tell the truth.

Tongue of the Heart ᛝ

> ...and Felagund discovered also that he could read in the minds of Men such thoughts as they wished to reveal in speech, so that their words were easily interpreted.

This spell aids in the conversation of diverse groups. If the participants in an Encounter represent two or more distinct Cultures, the difficulty for all Tasks in the Encounter are reduced by two. Thus, the standard TN of 14 would become TN 12 for the remainder of the meeting.

Optional Rule: Trait Invocations

If a Loremaster would like to allow magic-using heroes to further specialise, the following additional rules can be used:

When a hero casts a spell (or otherwise invokes a magical ability), they have the option of also invoking either one of their Specialties or Distinctive Features. If they do so, the cost of that spell is considered one step lower (e.g. a spell that is normally ᛯ is ᛝ instead, a spell that is ᛝ becomes ᛟ. A spell that is rated ᛟ becomes ᛜ, but a spell that is ᛜ stays ᛜ, since there is no lower ranking. The cultural magical skills discussed in Rivendell are considered ᛟ for the purposes of this rule.

Once a trait has been associated with a particular magical Practice or cultural skill, it can never be used to reduce the cost of any other magical ability. Also, note that Traits assigned to a character due to Shadow flaws can be used to reduce cost... the Way of the Shadow is a powerful one.

The Way of Warding

By the methods of this Way you may protect your friends. You might have learned how to loom large in the minds of your enemies, to weave spells of protection around fellow travellers or how to prepare an area so that it responds with strength to the trespasses of the Enemy.

Circle of Wrath ᛟ

In the wavering firelight Gandalf seemed suddenly to grow; he rose up, a great menacing shape like the monument of some ancient king of stone set upon a hill.

With this spell, you become a terror to your enemies. To cast this spell, you must forfeit your preliminary Battle roll and any Opening Volleys you would be eligible for. In combat, an adversary must first pass a Shadow Test (see page 11) or spend a point of Hate to engage you or your allies. Once an opponent has succeeded, it may continue to attack without further penalty.

Guarding and Guiding ᛟ

He laid his hand on the pony's head and spoke in a low voice. 'Go with words of guard and guiding on you', he said... 'There, Sam! He will have quite as much chance of escaping wolves and getting home as we have.'

You may cast this spell at the beginning of a Journey. If you do so, keep track of both the number of Gandalf runes and Sauron runes rolled for each Fatigue Test. On any Fatigue test, if the number of Gandalf runes equals or exceeds the number of Sauron runes, you may ask the Loremaster to negate the Hazard that would have been faced by the company.

Warding Ways ᛝ

At that moment came a roaring and a rushing: a noise of loud waters rolling many stones. Dimly Frodo saw the river below him rise, and down along its course came a plumed cavalry of waves. White flames seemed to Frodo to flicker on their crests, and he half fancied that he saw amid the water white riders upon white horses with frothing manes.

You may cast this spell only near one of your Sanctuaries. To do so, you must nominate some natural feature to serve as a border and a specific category of adversary (for example: all spiders, or all orcs, or any enemy that possesses Dreadful Spells, etc.). The spell effect lasts until the next Fellowship Phase, during which it must be renewed.

When an adversary of the correct type crosses the border, you become instantly aware of the trespass. At that time, you may then invoke this spell again (paying the cost once again). If you do so, then the enemy must pass a Shadow Test (see page 11) to cross the border. On a failure, the enemy is driven away and cannot return until the next Adventuring Phase. Only the advesary with the highest Attribute must make the test.

The Way of Wind and Storm

With these arts you may affect the world around you, the very weather of Arda. You may cause fair winds to speed travels, or trouble others with storms, or even protect yourself from the weather.

A Fair Wind ᛟ

'Speed now, fair guests!' she said. 'And hold to your purpose! North with the wind in the left eye and a blessing on your footsteps! Make haste while the Sun shines!'

By using this spell, you may grant easier travels to yourself or a companion. Invoke this spell before a Fatigue test, whomever is the beneficiary of the spell is considered to have a bonus die for their roll.

Storm-raising ᛝ

'...they say in my land that he can govern the storms above the nameless mountains on the borders of his land.'

With this Practice, you may either intensify or lessen the effects of weather. If you choose to strengthen the weather, then the level of Hindrance is increased by one step (fair weather becomes moderately hindering, moderate hinderance becomes severe hinderance, and severe hinderance becomes daunting (TN 20) instead). If you choose to weaken the weather, then the effect is lessened instead (apply a -2 modifier to all appropriate TNs in fair weather).

The effect applies for an area of 20 miles around the caster and lasts until the next sunrise. Casting this spell can have negative consequences for anyone in the area, and Corruption Tests may be in order if the caster harms innocents with this magic.

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Weather-guarding ᛟ

Tom Bombadil came trotting round the corner of the house, waving his arms as if he was warding off the rain - and indeed when he sprang over the threshold he seemed quite dry...

When you cast this spell, you are unaffected by any hindrances due to the weather. Also, any related tests (such as a Fatigue Test) are considered to be automatically passed, as if you had an appropriate Trait.

You may only affect yourself with this spell, no other hero may be the target of it. The spell lasts until the next sunrise, when it must be renewed or allowed to expire.

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